

CONFLICT OF HEROES® AWAKENING THE BEAR!

Awakening the Bear – 3rd Ed.

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Examples



Attack Cost
Upper # = Direct Attack 2.4
(Lower #) = Indirect Attack (Mortar) 13.2

Color Fields
5 = Turret 360° Firing Arc 16.2

Firepower
Red # = vs Soft Target 6.6
Blue # = vs Armored Target 6.6

Color Fields
3 = Crewed Weapon (CC Penalty) 6.11

Symbols
Flamethrower 18.0
HE High Explosive 13.9

Unit Information
Front Facing (Ground/Fortification)
Unit Symbol/Counter #
Unit Name



Center
Unit Picture

Bottom
Attack Range 5.3
National Symbol

Move Cost
Color = Foot/Wheeled/Tracked
= Cost: Foot 4.5, Wheel/Track 15.1

Bonus Move Symbols
1 = Wheel Bonus 15.2
2 = Track Bonus 15.2

Defense
Color = Soft or Armored 6.2
Upper # = Flank Defense 6.1, 6.3
1 if outlined 13 = Open Top Veh. 16.5
Lower # = Front Defense 6.1

Symbols
2 = APC DR Bonus 16.5
+2 = Fortification Defensive Bonus 17.0

Miscellaneous
1 = Spent Unit side 2.2



Common Turn Actions

Action	Cost	Description
Attack	Unit's Attack Cost	Roll Attack (6.0) on Target Hex in Fire Zone (5.0).
Move	Unit's Move Cost	Move into an adjacent Hex and Pivot (4.5, 15.2). Backwards Move +1AP (4.11).
Enter the Map	0AP	Requires no Spent Check (4.12). Enter a Unit (4.5)/Group (10.2) onto full Hex(es), or by Transport (15.6).
Pivot in Place	1AP	Pivot without moving (4.6). Ignore Move Penalties (4.9).
Stall	1AP	Choose a Unit, do nothing (2.8), then make a Spent Check.
Pass	0AP	Do nothing (no Spent Check) (2.7). If both players pass consecutively, Round ends.
Battle or Weapon Card	Printed on Card	Play a Battle or Weapon Card as an Action if marked with a Battle Icon (8.2).
Rally	5AP	Make a successful Rally Check to remove Hit Marker (7.7).
Hidden Move	5AP	Move Hidden Unit (11.5) or become Hidden (11.4).
Hasty Defense	5AP	Place Hasty Defense Counter on top of Unit (17.6).

Pre-Round Sequence

1. Advance the Round Marker (9.5)
2. Remove all Light Smoke (14.4)
3. Flip all Heavy Smoke to Light Smoke (14.4)
4. Flip all Spent Units to their Fresh side (9.6)
5. Reset CAPs. Deduct 1 per destroyed Unit (9.7), minimum 3 (7.13)
6. Draw/Refresh Battle Cards as specified by the Mission (9.8)
7. Prepare Reinforcement Units called for by the Mission (9.9)
8. Plan next Round's off-board Artillery Strikes (13.5)
9. Resolve last Round's planned Artillery Strikes (13.6)
10. Roll for Initiative (9.11)

Combat

Hit Number = DR-AR

2d6 ≥ HIT NUMBER = HIT DR = TARGET'S DEFENSE + DR MODIFIERS
2d6 ≥ HIT NUMBER + 4 = CRITICAL HIT AR = ATTACKER'S FIREPOWER + AR MODIFIERS

Combat Modifiers	Attack (AR)	Defense (DR)
Long Range Up to twice Range (5.3, 6.7)	-2AR	—
Short Range Adjacent Hex (6.7)	+3AR	—
Close Combat (CC) Same Hex (6.7, 6.10, 15.14)	+4AR	Flank DR
CC Penalty (Crew-Served Weapon) (6.11)	-2AR	Flank DR
Flank Attack (6.3)	—	Flank DR
Defensive Terrain (6.4)	Terrain Chart (other side)	
Attacker High Ground (12.3)	+1AR	—
Defender High Ground (12.3)	—	+1DR
Air Bursts (HE)	—	Ignore Hwy Wds
Vehicle Cover For Foot Units (15.15)	—	+1DR
Transported Unit (15.11)	—	—

LOS – Units do not block LOS (5.2)

Stacked Units – Attack all Units for one Action (6.9), except CC (6.10)

Attack Hidden: Reveal Number = 6 + Terrain DR (11.7); Flamethrower (18.0)

Common CAP Modifiers

All Checks may be modified with CAPs before you roll.

d6 Checks

Modify d6 or 2d6 Checks: up to 2 CAPs (3.2).

- Attack Hit Number (6.8)
- Rally Check Number (7.7)
- Initiative Check Number (9.11)
- Hidden Reveal Number (11.7)
- Artillery Drift Check Number (13.7)
- Mine Hit Number (17.10)
- Barbed Wire (17.8) & Road Block (17.9) Penalties

d10 Spent Checks

Modify d10 Checks with ANY number of CAPs (3.3).

d10 > ACTION COST = UNIT REMAINS FRESH (2.5).

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∅ Unit may not move into this Hex.

Maps & Overlays	Terrain Modifiers			Movement Cost Penalty			∅ = May use Wheel or Track Bonus Moves into this Hex.	⊗ = May not use Wheel or Track Bonus Moves into this Hex.
	Defense 6.4	Blocks LOS	Conceals 11.5	Foot Unit	Tracked Vehicle	Wheeled Vehicle		
Open	+0 DR	N	N	+0 AP	+0 AP ⚡	+0 AP ⚡	Rolling fields, intermittent clumps of brush and low crops (4.8).	
Road	+0 DR	N	N	+0 AP	+0 AP ⚡	+0 AP ⚡	Ignore Difficult Terrain Move Penalties only when moving from one Road Hex to another Road Hex (4.10).	
Field (Plowed)	+0 DR	N	N	+0 AP	+0 AP ⚡	∅	Fresh-tilled or muddy fields (4.8). Inhibiting tracked vehicles and prohibiting wheeled vehicles (15.3).	
Light Woods	+1 DR	Y	Y	+0 AP	+1 AP ⚡	+2 AP ⚡	Overgrown areas with light tree and brush that provide some defense (6.4). Reduce Rally Number by 1 (7.8).	
Heavy Woods	+2 DR*	Y	Y	+1 AP	+2 AP ⚡	∅	Difficult Terrain (4.9, 15.3). Reduce Rally Number by 1 (7.8). *No +2DR Bonus against Mortar & Artillery attacks (13.9).	
Wood Buildings	+1 DR	Y	Y	+1 AP	+2 AP ⚡	+2 AP ⚡	Difficult Terrain (4.9, 15.3). Reduce Rally Number by 1 (7.8).	
Stone Buildings	+2 DR	Y	Y	+1 AP	+3 AP ⚡	+3 AP ⚡	Difficult Terrain (4.9, 15.3). Reduce Rally Number by 1 (7.8).	
Sloping Terrain	+1 DR*	N	N	+1 AP*	+1 AP* ⚡	+1 AP* ⚡	Ascending 1 Elevation level +1AP Move Penalty (12.2). *+1DR or +1AR Bonus if higher than opponent (12.3).	
Steep Terrain	+1 DR*	N	N	+2 AP	∅	∅	Ascending or Descending 2 Elevation levels (12.2). *+1DR or +1AR Bonus if higher than opponent (12.3).	
Walls	+1 DR*	N	Y	+1 AP	+1 AP ⚡	∅	* All Units in Hex if the line of fire crosses the wall Hex side. No cover against mortar or artillery fire (6.5).	
Water (River/Lake)	-1 DR	N	N	+5 AP	∅	∅	Passable only to Foot Units. May not attack from Hex (4.8). Smoke not allowed (14.0).	
Marsh	+1 DR	N	Y*	+2 AP	+5 AP ⚡	∅	* Foot Units only: Conceals and reduces Rally Number by 1 (7.8). (From Marsh Map expansion.)	
Backwards Move				+1 AP	+1 AP ⚡	+1 AP ⚡	Apply when moving into any Flank Hex (4.11).	

Fortifications & Obstacles

	Trench	+2 DR Foot Only	N	Y	+0 AP	+0 AP ⚡	∅	Multiple Foot and Mortar Units may occupy a Trench. Units may face any direction (17.4).
	Bunker	+5/+3 DR	N	Y	+0 AP	+0 AP ⚡	+0 AP ⚡	May be occupied by Foot and Field Gun Units. Mortars may not fire from a Bunker (17.6).
	Hasty Defense	+1 DR	N	Y*	+0 AP	+0 AP ⚡	+0 AP ⚡	* Foot Units only. Foot Unit may build for a 5AP Action. +1DR when attacked (17.6).
	Barbed Wire	+0 DR	N	N	+1d6* AP	+2 AP ⚡	∅	+1d6 AP Move Penalty for Foot Units to enter a Wire Hex. Destroyed if Tracked Unit enters Hex (17.8).
	Land Mines	+0 DR	N	N	+0 AP	+0 AP ⚡	+0 AP ⚡	Mine attacks when Units enter its Hex, pivot, or initiate CC. No attack when Units exit Hex (17.10).
	Light Smoke	+1 DR	N (Y*)	N	+0 AP	+0 AP ⚡	+0 AP ⚡	+1 DR if Light Smoke is in Attacker's Hex, Defender's Hex, or any Hex between them (14.4). *LOS is blocked if crossing 2 Light Smoke counters (14.4).
	Heavy Smoke	+2 DR	Y	Y	+0 AP	+0 AP ⚡	+0 AP ⚡	+2DR if the Attacker or Defender Hex is in Heavy Smoke (14.3). No placement on Water. Reduce Rally Nbr by 1.
	Road Block	+1 DR	N	Y	+0 AP	+1d6 AP ⚡	∅	+1DR to all Units in a Hex with a Road Block. +1d6 AP Move Penalty for Tracked Units to enter a Road Block Hex (17.9).
	Vehicles	+1 DR *Foot Only	N	N	+0 AP	+0 AP	+0 AP ⚡	*+1DR if in same Hex as friendly Vehicle and not being transported (15.15). Wheeled Road Congestion (15.5).